

INPUT AND OUTPUT STREAMS OF FRAME.

FIG.1

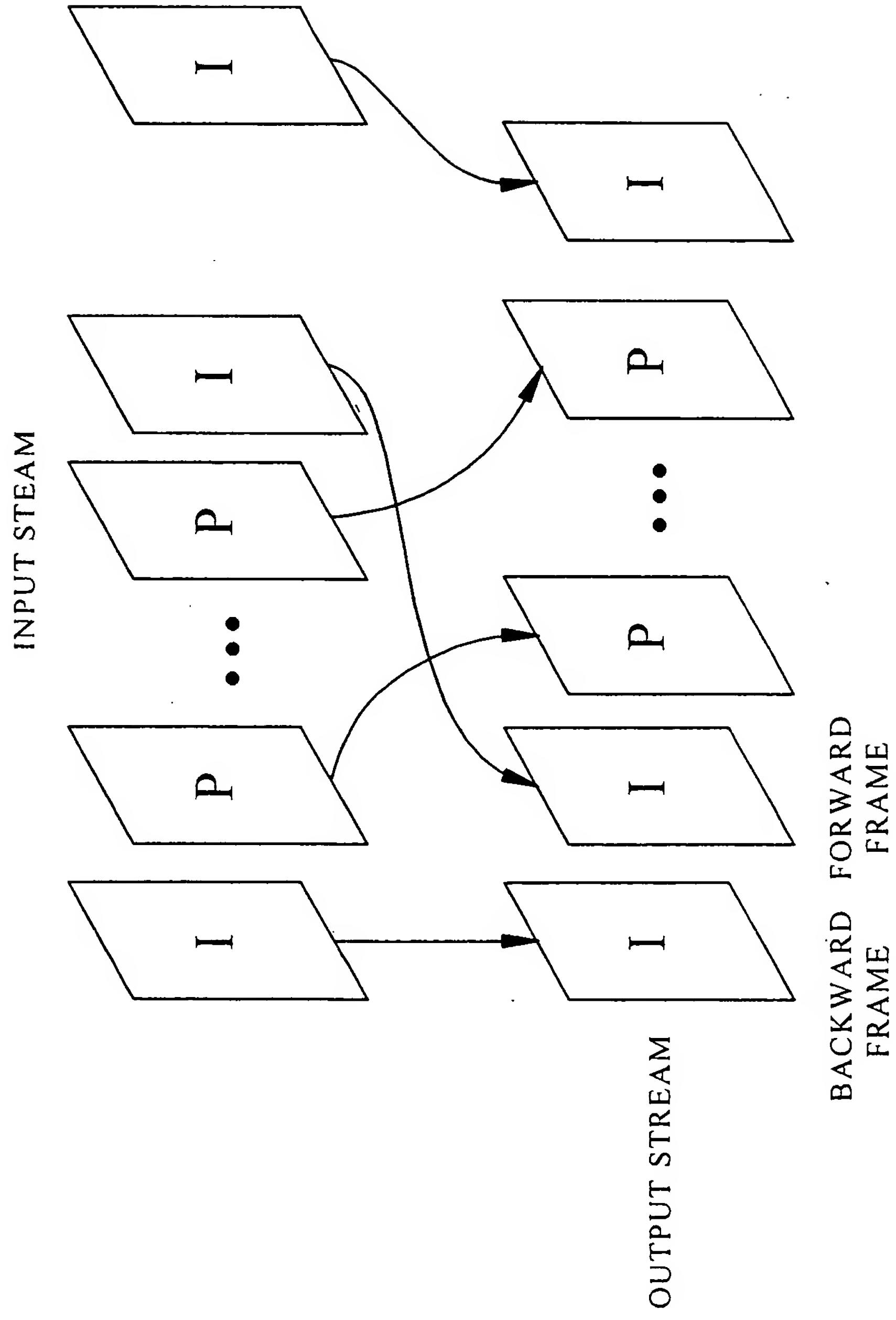
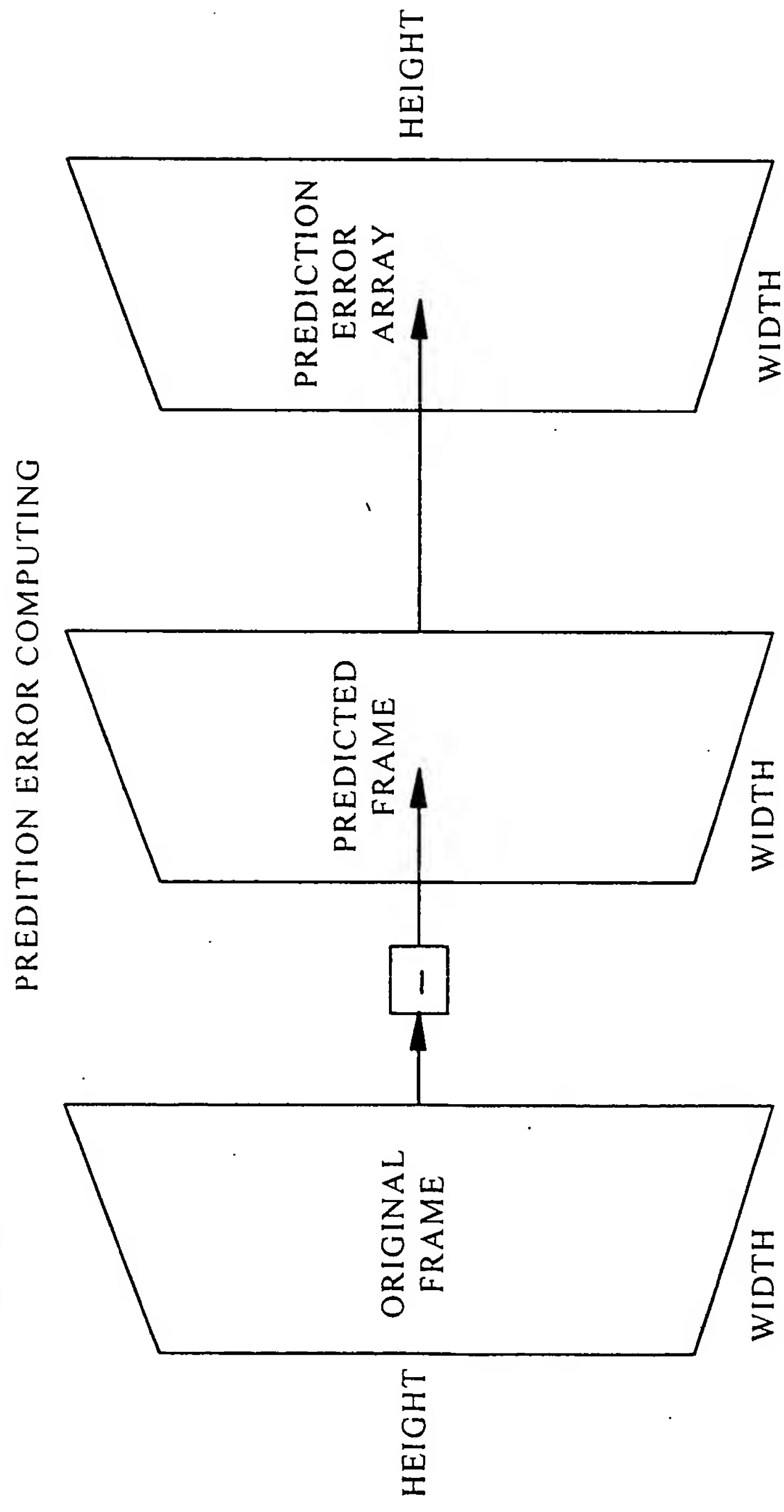


FIG.2



MOTION COMPENSATION SCHEME

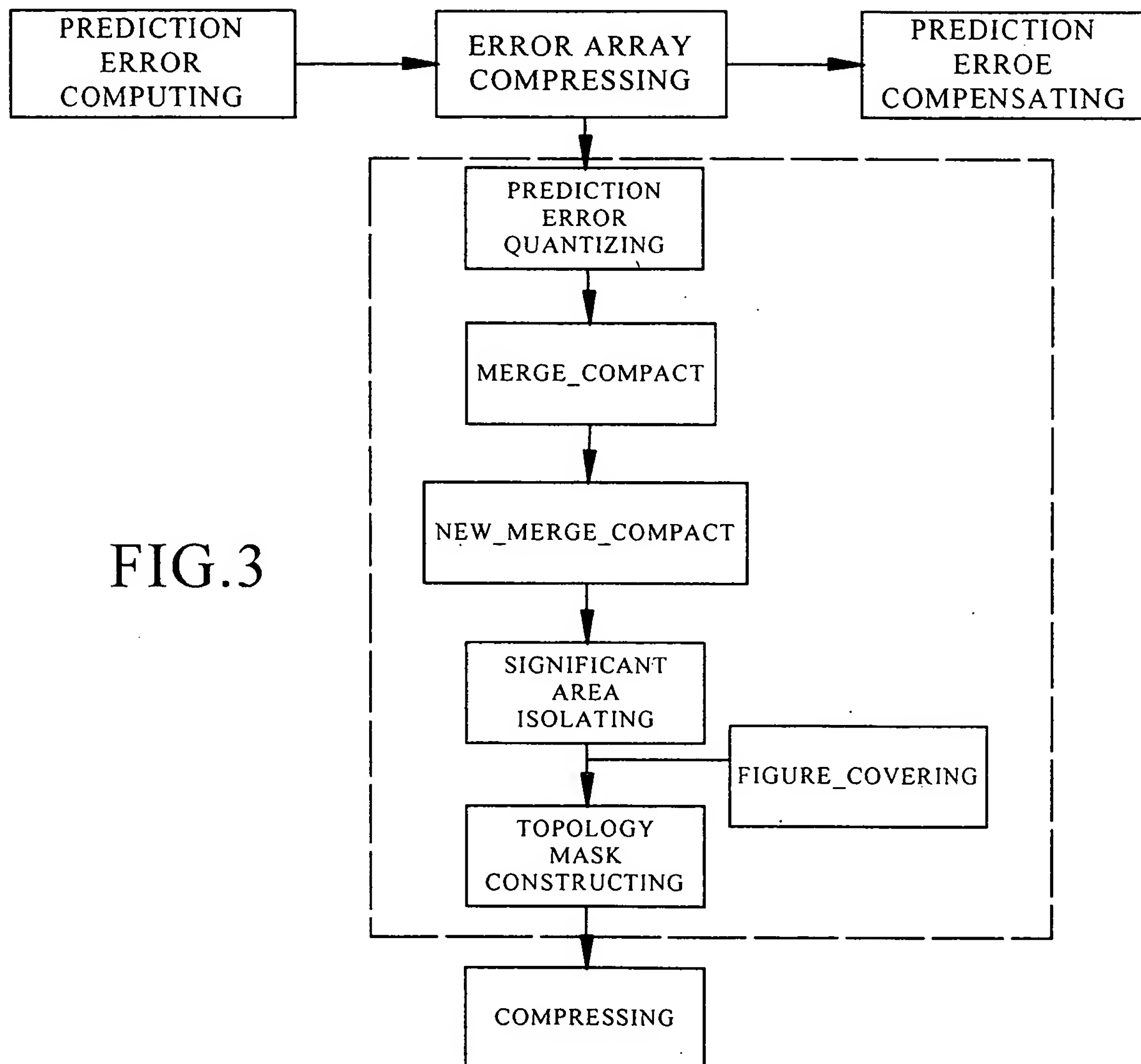
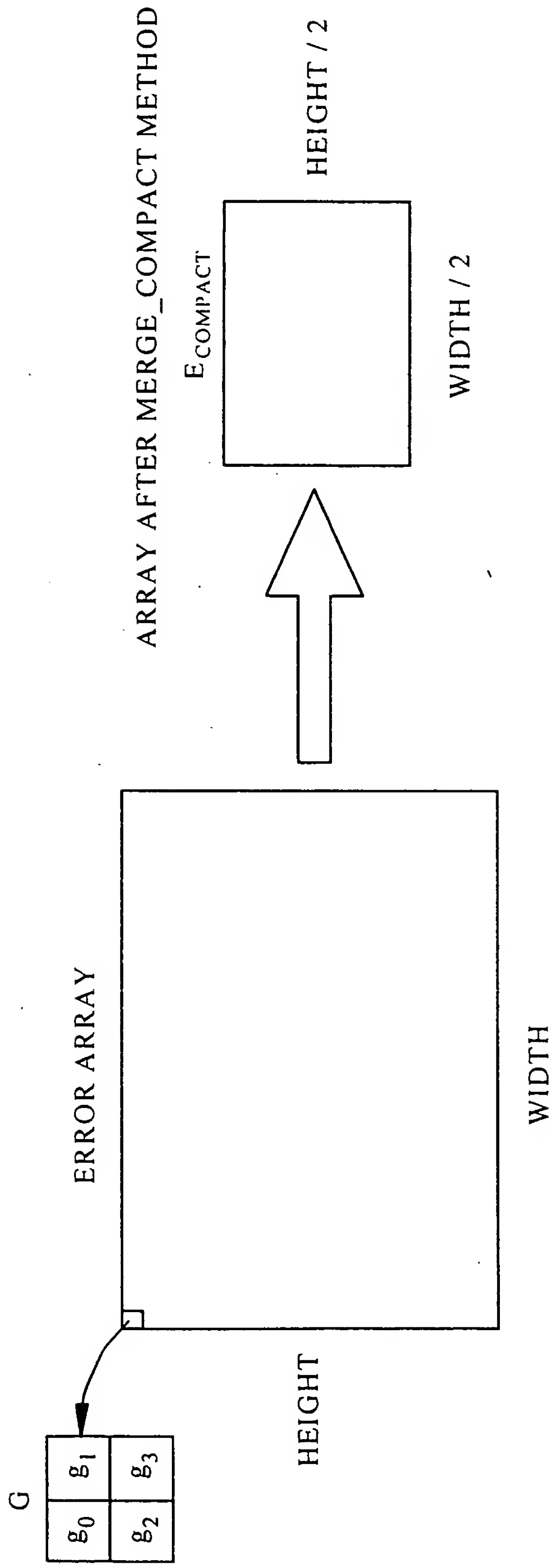


FIG.3

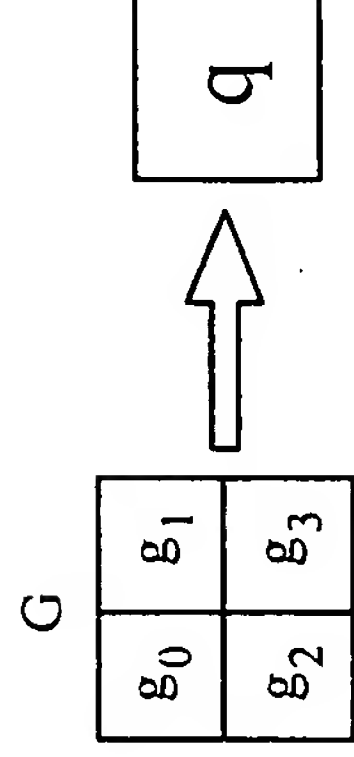
FIG.4

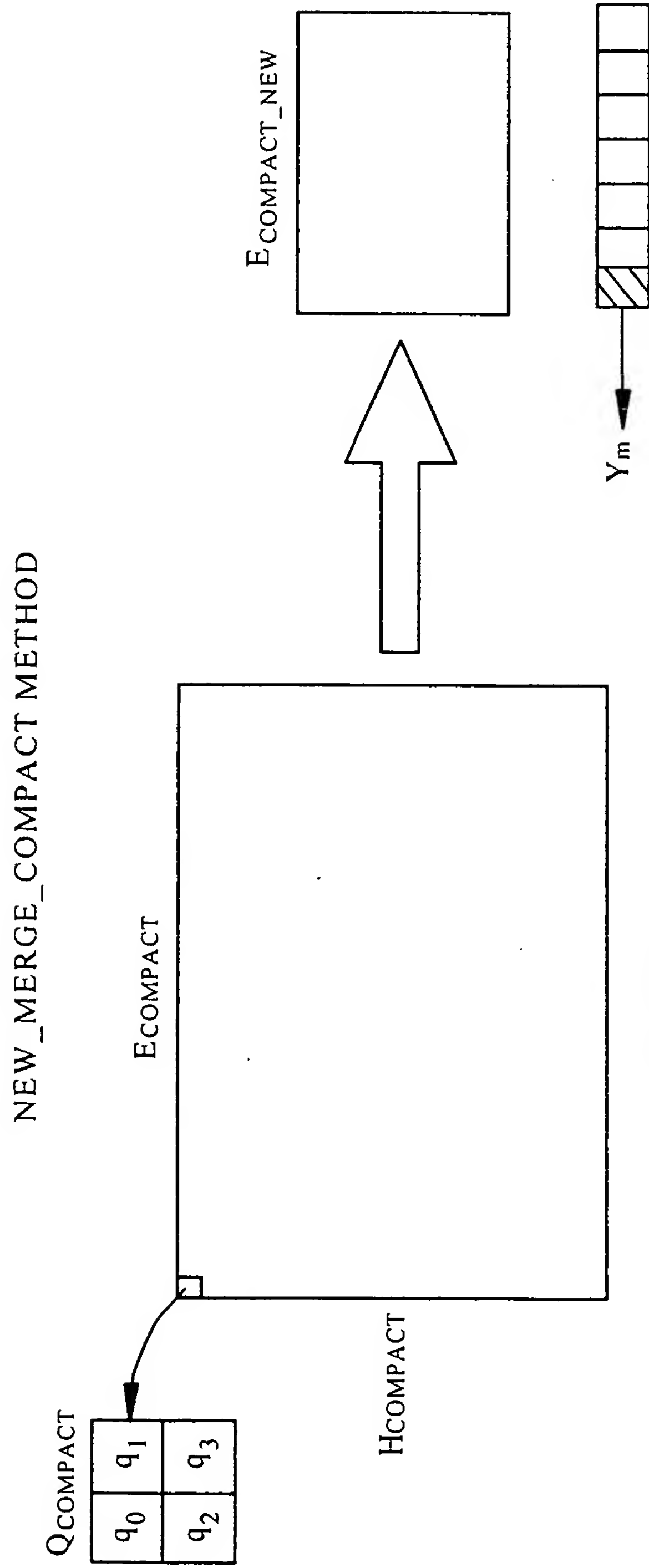
MERGE COMPACT METHOD



$E_{COMPACT}$ FORMING CONDITIONS:

1. $g_0 = g_1 = g_2 = g_3 = x \Rightarrow q = x$.
2. $g_i > 0, i=0,3 \Rightarrow q = g_{\min}$.
3. $g_i < 0, i=0,3 \Rightarrow q = g_{\min}$.
4. $g_i < 0 \& g_i > 0 \parallel g_i = 0, i=\overline{0,3} \Rightarrow q=0$.





BIT MASKS:

Y1	0	0	0	1
Y2	0	0	1	0
Y3	0	0	1	1
Y4	0	1	0	0
Y5	0	1	0	1
Y6	0	1	1	0
Y7	0	1	1	1
Y8	1	0	0	0
Y9	1	0	0	1
Y10	1	0	1	0
Y11	1	0	1	1
Y12	1	1	0	0
Y13	1	1	0	1
Y14	1	1	1	0

FIG.5

FIG.6

NEW_MERGE_COMPACT METHOD EXAMPLE

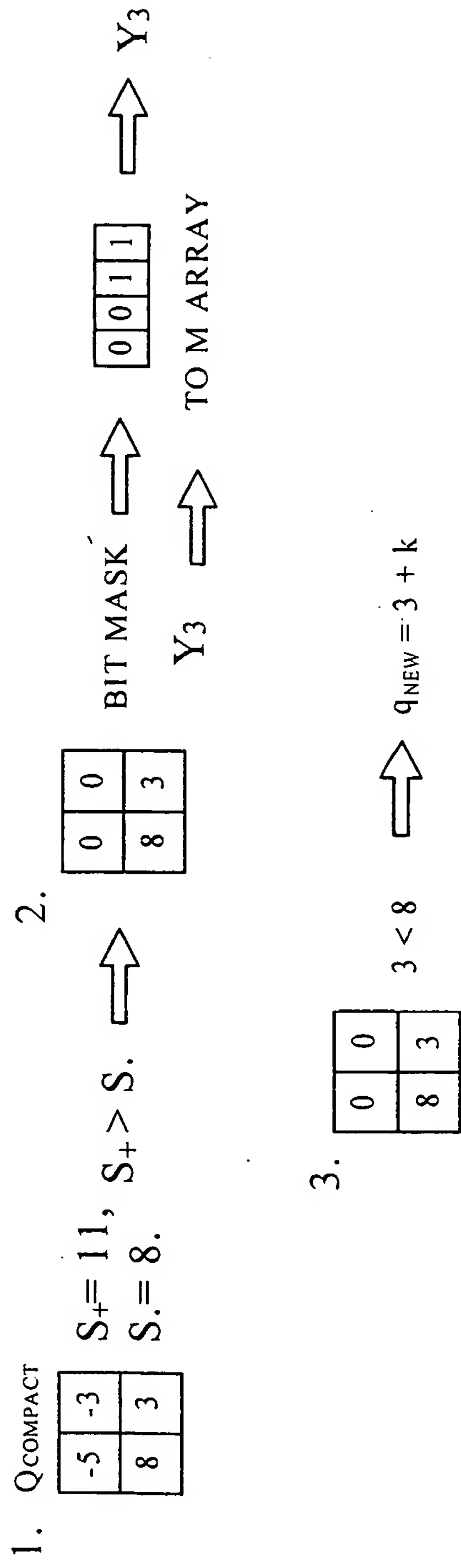


FIG.7

SIGNIFICANT AREA ISOLATING

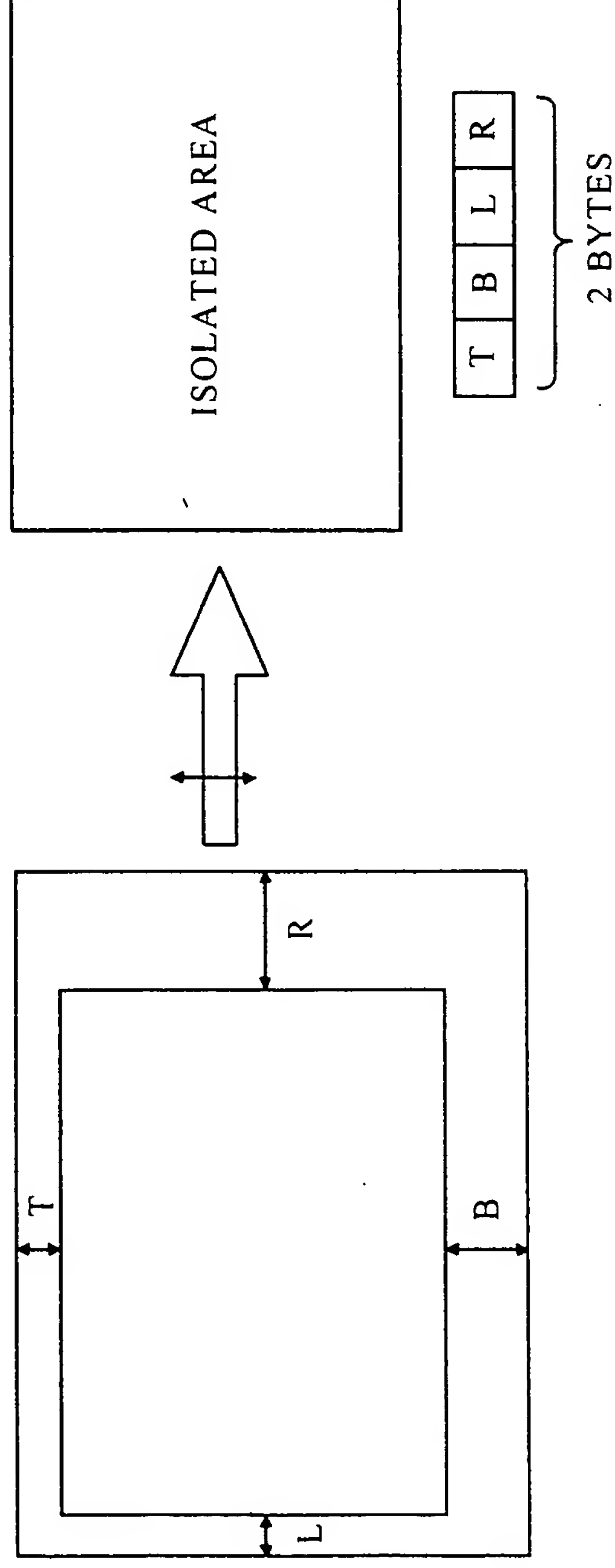


FIG.8

FIGURE COVERING METHOD

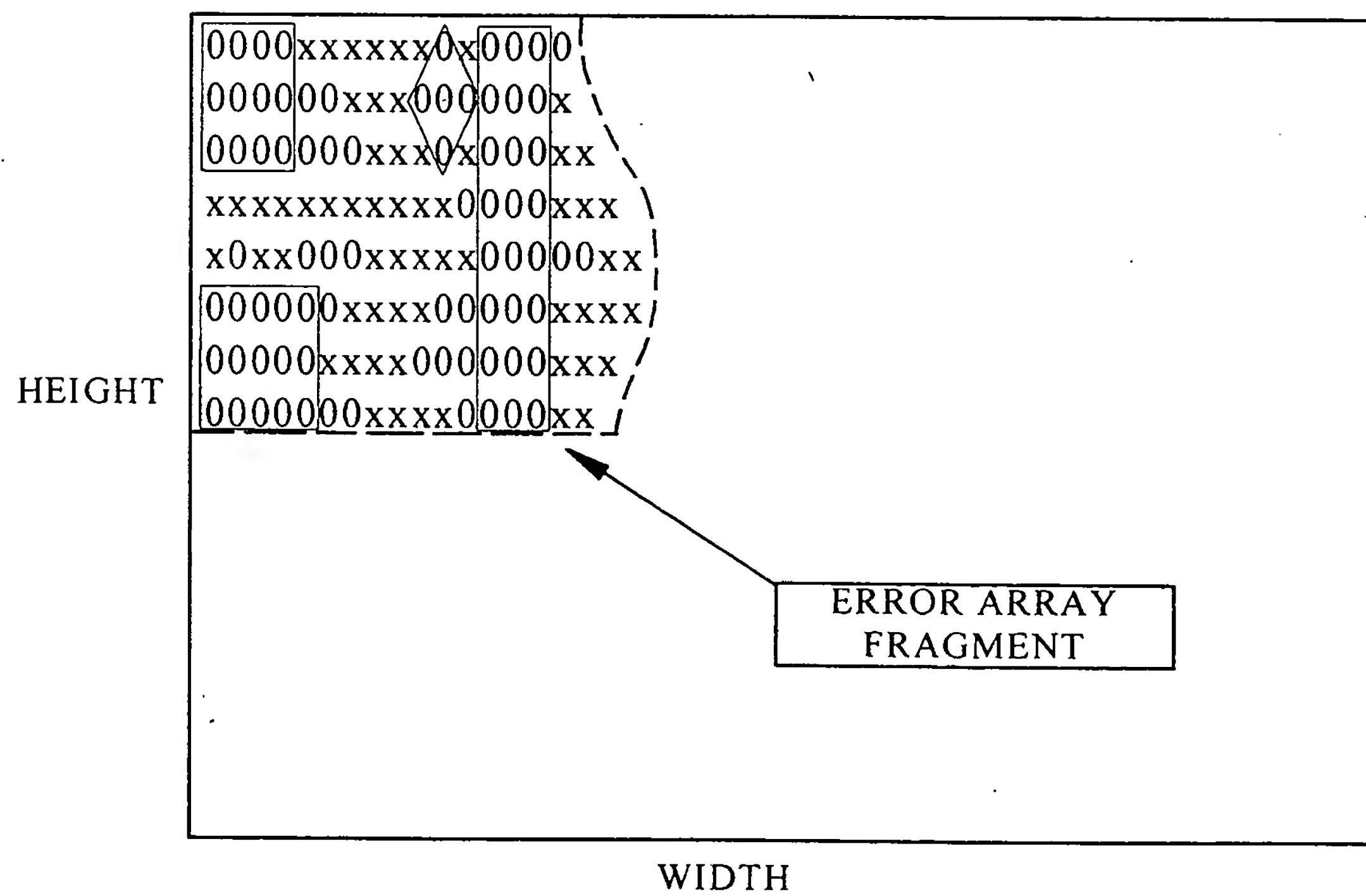
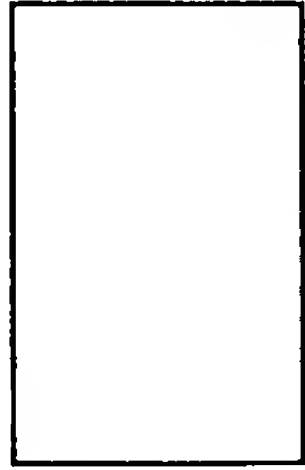


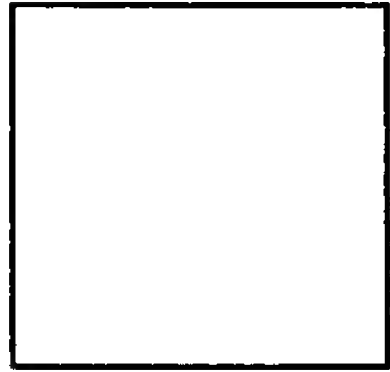
FIG.9

GEOMETRIC FIGURE TYPES USED FOR FIGURE COVERING
METHOD AND DATA WRITING ORDER

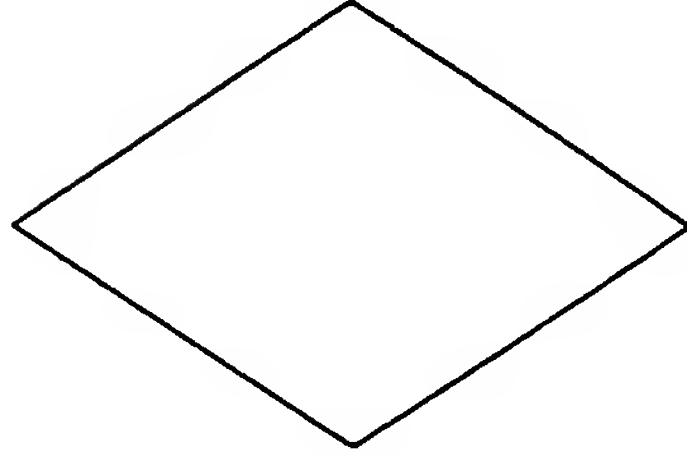
FIGURE TYPES:



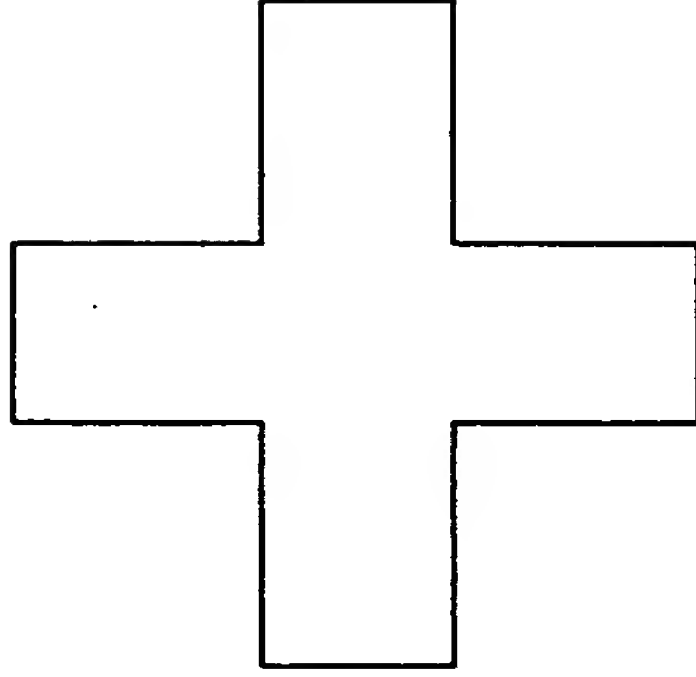
RECTANGLE



SQUARE



RHOMBUS



CROSS

DATA WRITING ORDER:

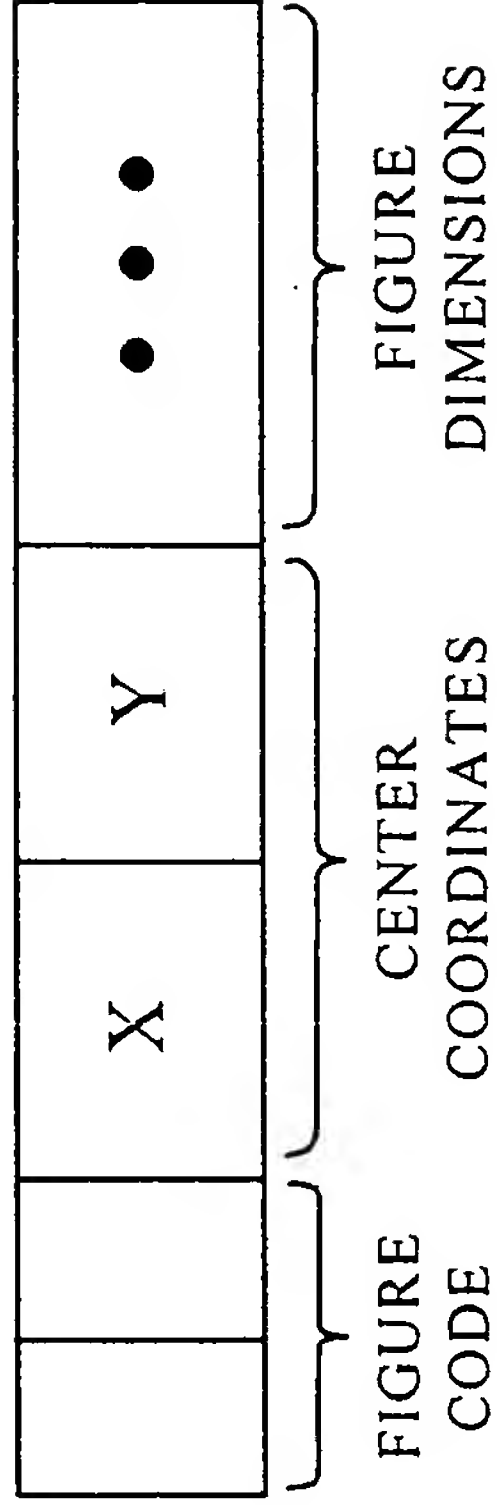


FIG.10

